

Unnamed_Database

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Chapter 1

Unnamed_Database

1.1 Boulder Dash 3D

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~USER'S~MANUAL~
~FULL~VERSION~
~EXAMPLE~PICTURE~~ONE~MORE~    >>~PO~POLSKU
```

```
#####
#####
#####
###                               ###
##  Boulder Dash 3D  ##
###                               ###
#####
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```

```
Demo version (8.3.96)
Szymon Ulatowski
user's manual translated by Michal Kosiedowski
```

This is the demo version of a new 3D game. The rules of the game are like in old good Boulder Dash 10 years ago: collect diamonds and find the exit. You will have to face brand new obstacles in the 3D version and the game gives new features: view from the player's position, flying, bombs. The program contains review of the characters appearing in the game and a recorded example of a contest. You can try your skills just on one level in this version. More levels and other attractions will be available in the full,

comercial~version

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ATTENTION! THE AUTHOR SEARCHES SOMEONE, WHO WOULD LIKE TO PUBLISH THIS GAME!

PROPOSALS, COMMENTS, QUESTIONS, PRESENTS, NEW IDEAS ETC.

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guide created with Heddley v1.1 (c) Edd Dumbill 1994

1.2 Boulder Dash 3D - User's manual

```

#####
#                                     #
#                                     #
~Boulder~Dash~3D~
#
#                                     #
#                                     #
#                                     #
#                                     #
#####

```

- 1.Hardware~requirements, how to start
- 2.Main~menu
 - 2.A.~~Gallery
 - game introduction
 - 2.B.~~Cinema
 - how it looks in practice
 - 2.C.~~Game
 - you act the lead role
- 3.Windows~and~cameras
 - for advanced users
- 4.What's~planned~for~the~full~version

1.3 BD3D - Hardware requirements

- 1.Hardware requirements, how to start

- processor >=68020, AGA chipset, about 1.5 MB RAM, KickStart 3.0, which in the human language means A1200 or 4000.

Program uses powerpacker.library (c) copyright Nico Francois.

You are able to change the screen size with F1, F2, F3 keys to adjust to your computer's speed.

ATTENTION ! Menu is always in the biggest size !

Amiga 1200 without additional memory is unfortunately too slow, though those patient may try it with the small screen.

The program is available in 2 language versions: Polish and English.

YOU HAVE TO SELECT ONE OF THESE LANGUAGES BEFORE THE FIRST START !

Click your language icon in the drawer "International" to choose the language. You can delete this drawer after that, it won't be necessary unless you intend to pick out the other language.

Choose the English version now by clicking this~button.

How to start:

1. with the icon - i bet you know how
2. from Shell - 'BoulderDash' file must be in the current directory
 - NOSOUND option turns music and sound fx off and saves some memory

1.4 BD3D - Main menu

2.Main menu

You must wait a moment after starting the game - the faster is your computer the less you wait. When the animated city picture appears you can choose one of 3 options: Gallery, Game or Cinema.

Exit: press Esc when the menu is on the screen

2.A.Characters Gallery

As you already know your goal is to collect gems and find the exit. The gallery contains description of most of other game elements. You can acquaint with all obstacles (prickles, stones, insolent crabs, bee thieves, plasma cannons, storming tornados) and learn how to fight them. Of course, there are also useful objects: bombs, rockets, elevators, springs. There's no doubt you have to see the gallery before you play ! Absolutely !

Use the arrow keys to surf through the gallery. Exit: Esc.

2.B.Cinema

You can watch the record of a 2 players' game here. That's how you'll be able to play in the full version (just 1 player in this demo). It might be very useful for you to see 2 profis overcoming the 1st level difficulties.

Cast:

Michal 'Kat' Kosiedowski as the yellow player

Szymon Ulatowski as the red one.

Besides playing the cameras and windows (described later) you can also use the following keys in the cinema:

P - pause
space - fast forward
Del - rewind and play the film again
Esc - end, back to menu
F1,F2,F3 - screen size: big, medium, small

2.C.Game

This is the place where you can try yourself on the only demo version level. You start with 3 lives. If you succeed (or in other words collect 10 gems and find the exit) you'll see your time. A time below 100 seconds means that you already learnt something. If you lose a life you can continue mission by pressing FIRE (right alt) after the shields recover. If you lose all your lives, FIRE will start the game from the beginning.

Vehicle controls: (just keyboard in demo version)

arrow keys - moving, turning
right alt - stooping and jumping
 This is the most important key. If you learn to control it the success is guaranteed. The mastery hides in the right releasing (and not pressing) that key - this lets you jump.
right shift - can be used for bomb dropping (if you have one) or starting additional rocket engines (if you own them)
[] - looking up and down. A deep stoop (alt) makes the camera viewing straight.

Other useful keys

(see~also~paragraph~3)

:

P - pause
Del - play again
Esc - exit to menu
F1,F2,F3 - screen size: big, medium, small

Indicators and numbers on the screen (see~the~picture)

In the left upper corner - camera type. It may be:

- a) green digit 1-8 - player 1-8's view
- b) black digit 1-8 - player 1-8's outside view
- c) x - outside camera
- d) ? - turned off camera

In the player's window additional info is displayed:

- second number shows the number of gems a player found
 - vertical dotted line informs 'bout the shields condition
 - on the right side - the symbol of the object the player's using (in demo version these are: bombs, super shield and rockets) and its condition.
-

1.5 BD3D - Windows & cameras for advanced users

3.Windows and cameras for advanced users

So far the view from just one camera was shown (and just one window appeared on the screen). Boulder Dash 3D lets you watch the game's world with a few cameras at the same time (see~the~picture). Four windows can be shown on the screen at the same time in this version, each containing the view from one of 4 cameras. You're free to choose any window for any of the cameras. In Game and Gallery - camera #1 is the player's view, #2 is the player's outside view and the #3 and #4 cameras are turned off. In Cinema cameras #1 and #2 are the players' views and #4 is the outside camera.

You must know which key should be pressed to use that:

F4 - chooses the number of windows

each press changes the number of windows in the following way:

1 -> 2 -> 3 -> 4 -> 1 ->

If there's more than 1 window, they are lessened to 1/4 screen size.

Changing of the number of windows causes the standard cameras disposal, that is: 1st window - 1st camera, 2nd window - 2nd camera, etc...

TAB - chooses the active window

the active window is marked with a star * next to the camera symbol.

If there's just one window - it's always active.

Next functions relate to the active window

F5 - chooses the camera for the active window

pressing F5 lets you choose the camera (1..4) in the similar way to the way of choosing the number of windows.

F6,F7,F8,F9 - moving the active window

you can't move the window outside of the screen, so when there's just one window and fills the screen those functions don't work.

F10 - puts the active window to the front

<Num *> (PrtSc) - saves the screen in the file "picture.XX"

<Num /> - outside camera defining

- if the active window contains a player's camera view - defines the outside camera position placed where he is (of course, if the player moves the camera stays on its place)

- if the active window contains the outside camera view or a turned off camera view it moves the camera to player 1's position.

(The best way to check out this function is to turn all 4 windows on)

1.6 Full version of Boulder Dash 3D

4.What's planned for the full version

Here's the list of functions, which weren't included in the demo version, but will be found in the full version:

- *- multi player game possibility (meaning a few players playing at the same time) on one or two computers (serial port link). (2 computers with 4 players mean 8 players at the same time !). You'll be able to play according to 1 of 3 rules:
 - competition - everybody collects the gems for himself and tries to take them from the other players. Bombs and other weapons are the favorite objects in this mode !
 - cooperation - players collect the gems to the same account
 - team match

 - *- 3D-Stereo mode - separate pictures generation for left and right eyes gives a real 3D view 100 times cheaper than the virtual reality helmet (watching with the red-green glasses).

 - *- saving and replaying a game with different cameras

 - 0- halls of fame

 - 0- different difficulty levels, special levels for the fights between players

 - ?- higher resolution mode for faster computers

 - ?- level editor

 -
 - *- ready, partly tested
 - 0- under production
 - ?- might be available
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